



DARKCHILDE

THE LEGACY
SUMMER
PREVIEW



the
Darkchylde:
The Legacy
Dynamic Forces
Summer Preview

created, written and penciled by
Randy Queen

inks
Jason Gorder

colors & lseps
Jimmy Yu

Welcome to the Darkchylde: The Legacy
Dynamic Forces Summer Preview! The
new **DARKCHYLDE** series isn't here, not
quite yet, but we're hoping this sneak
peek at the work-in-progress will at least make
the wait more tolerable.

In your hands are a few pages from
DARKCHYLDE: THE LEGACY, the follow-up
story arc to the original runaway hit series chroni-
cling Ariel Chylde's introduction to the Nightmare
Realm and its horrific inhabitants. We've also
included an **interview** with Darkchylde creator,
writer and penciller **Randy Queen** and to give
you some insight into Randy's **creative**
process, a sketchbook featuring all the latest
LEGACY designs!

The countdown is on! Look for **DARKCHYLDE:**
THE LEGACY to hit the stores in **August...**
with a new issue following every **60** days!

John Layman,
*Editor from the nightmare
deadline realm*

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For Dynamic Forces
Nick Barrucci



















MARKEDHYDE

THE LEGACY

COMING IN AUGUST
...BI-MONTHLY FROM WILDSTORM PRODUCTIONS

QUEEN-G
GORDER

RANDY QUEEN INTERVIEW

Randy Queen is back, plying his talents on his red-hot creation, Darkchylde. After a hiatus and a move to California,

Queen is ready to unleash his creation on the masses with this summer's "Darkchylde: The Legacy" miniseries. Dynamic Forces sat down with the elusive Mr. Queen to get the lowdown on the direction of his creation, as well as his career.

DYNAMIC FORCES: What happened for you in between the end of the first series and the start of "The Legacy," both career-wise and business-wise?

RANDY QUEEN: Well, as soon as I wrapped up issue #5, I fulfilled my obligation to the DARKCHYLDE card set, packed up what little I owned and relocated out west. I started writing DARKCHYLDE #0 around October, when issue #5 hit. I had simultaneously begun scripting for "The Legacy," the first DARKCHYLDE arc I'd be drawing. Career-wise, I was still working, keeping busy with lots of things. Developing things that no one has seen just yet, but things that will be rolling out of the machine real soon. Things like the fan club we're doing with DYNAMIC FORCES, the toy line with MOORE ACTION COLLECTIBLES, the DARKCHYLDE/ PAINKILLER JANE book, the #0 issue and the swimsuit issue (which people have seen) the Trade Paperback, which was finally released, and most importantly, art chores for this new series "The Legacy," in addition to doing promotional items for Wizard magazine, such as the "DARKCHYLDE" Ace edition, as well as a poster we did for those guys. Staying real busy. It'll be nice when people can actually see these things.

DF: You ended the first series under the banner of Todd McFarlane Productions—why the switch to Wildstorm/Homage?

RQ: The situation with McFarlane was never intended to be long term. Todd is about SPAWN, and not much else, which is paramount to his success. I was in a strange situation after leaving my initial publisher. And, incidentally, Todd, after realizing this, had wanted to toss me a life raft until I was better equipped to find my way to shore. They (Todd's camp) pretty much let me sink or swim by my own merits, and pretty much let me run my own show with minimal interference. Which I'm thankful for. Had I been a faster artist there's a small chance I might still be there, but I kind of doubt it. With very few exceptions, that machine was built by, and for, SPAWN, and not much else. But Todd has maybe more integrity than anyone I've ever met in my life. Big, big inspiration, that guy. Maybe one day if I get my act together I'll give him some respectable competition! (laughs) But that was with some great people. Like Jim (Lee), and John Layman, my editor, a great guy. He's very diligent and detail-oriented. I learn off a lot of my mistakes from him, and most times he looks at me with a smile.

DF: During the hiatus between series, a #10 issue was published, featuring the first sequential Darkchylde art that wasn't by you. How was that for you? Any plans to possibly use other artists on Darkchylde in the future?

RQ: It was a great writing exercise for me. I knew that my voice, and my signature, if you will, would be in the "feel" of the book, and not necessarily the art. And it was cool to read it, and approach it as a fan would, not having already stared at the art work for hours before it came out. Ken (Ken Cha, penciler of issue #10) is a great guy, and that was, for all practical purposes, his first "real" gig. And I think he did just fine. The fans seemed to have enjoyed it, which ultimately, is maybe more important than my take on it. I got more e-mails from that one than issue #5.

DF: There were a lot of unanswered questions at the end of the first mini. Will we be heading towards resolving anything from the first series as the new one progresses?

RQ: Well sure, sure. There will be questions answered certainly. But for every question that's answered, five more will pop up in its place! (laughter) It keeps things from ever really getting dull. The minute you lay everything out on the table for everybody is the exact same minute you'll notice their attention drifting elsewhere.

I'm working with some great people at Jim's (Lee) place.

DF: The supporting cast from the first series made quite an initial impression. Will we be seeing many of them in the new series?

RQ: All the elements that people enjoyed from the first series will be back in full force, as well as a few new elements just to keep things interesting. Wouldn't want anyone getting bored (laughs). Myself included.

DF: Ariel will be embarking on a cross-country trip in "The Legacy," will she be making any lasting acquaintances during her trek? (In other words, will you be more completely fleshing out her supporting cast?)

RQ: This work is a reflection of life to some degree. Make that to a very large degree. Keeping that in mind, it's important to remember that, like life, you never really know who's just passing through, or who's gonna be sticking around, regardless of whether you really want them to or not. Sometimes the people or acquaintances that you're the most sure of only stick around in the form of a dog-eared letter, and that's it. On the other hand, sometimes you meet people you just wanna slap across the face right away, and they end of being a very dear, lifelong friend. Funny how that works, sometimes isn't it? So I suppose we'll find out when Ariel does. If that's sounds vague, well, it's supposed to.

DF: As the new series unfolds, will we be seeing Ariel's powers manifest themselves in different (and possibly more powerful/uncontrollable) ways?

RQ: Yes, you will. What specifically you'll see, I'm not at liberty to say. But it'll be interesting, and I can promise you that. It'll be a real shocker.

DF: Back to the business end--in earlier interviews you've mentioned Darkchylde coming out as possible one-shots under the creative hands of other artists and writers--any chance these plans are still in the works?

RQ: I'd like to see that happen, but I'm not gonna do it just to turn the crank. If the right people are involved and are passionate about it, then sure. It is important to get more product out there, the fans have all but stamped that across my face. But I won't do it just for the sake of doing it. I'd rather put that energy into something I've a vested interest in seeing personally. There's just so many hours in a day.

I'd like to turn K&U loose on something again. I've entertained the thought of a "War and Piece" Two-issue miniseries which could prove to be a lot of fun. Ken draws a great Piece. I was particularly happy with his facial expressions in #0. The guy that's doing the DARK CHYLDE/PAINKILLER JANE book (J.G. Jones) is doing some gorgeous stuff. Maybe he'd be interested in an ANNUAL or something. I've become in overnight fan of this guy's work. So again, I can honestly say, as a fan would, I'm excited to see this crossover with PKJane. It's important to be able to do that, and not just be shouting out to the masses, sellin' snake oil. Something that isn't genuine. Far too many people do that already. They're doing it now.

DF: You have plans for some crossovers coming up soon. How do you feel about crossing over your character? Do you feel it helps to whet fan's appetite between series?

RQ: Well, again, it has to make sense. I'm empathetic with the readers, in the sense that I want to read more adventures of ARIEL CHYLDE myself. But if it's crap, no one's going to care. So instead of augmenting your product, you've compromised it, and cheapened it. As a fan of Quesada's work, it's exciting for me to be able to work in tandem with him on a project. And from what I've seen, it really looks gorgeous. If I had nothing to do with it, it's still a book that I would buy. When I can't honestly say that anymore, it's time to go start selling women's shoes. (laughter) Which, under the right circumstances, might not be such a bad gig! (more laughter)

DF: What plans do you have for any new peripheral Darkchylde products in the near future?

I want to read more adventures of ARIEL CHYLDE myself

RQ: One of the biggest things, again, is the toy line from MOORE ACTION COLLECTIBLES. I challenge anyone to show me a more masterful student of the female form than CLAY MOORE. The likelihood of finding such a person is the equivalent of Rob Liefeld ever learning how to draw hands or feet. It just won't happen. Clay, quite simply, has no peer when it comes to sculpting women, and that's why he'll be taking on ARIEL and no one else. The "Dance" sculpture will be done by the Schiflet brothers, who really excel at monsters. It'll be an absolutely gorgeous line, count on it. They'll be hitting some time next year. Anything else I'm not at liberty to really talk about at the time.

DF: Has Hollywood come knocking your door down since your move to the west coast?

RO: Anything else I'm not at liberty to really talk about at the time. (laughs)

DF: You've taken a few months off to get the new series in motion, what are your feelings about the direction of the comic market as a whole?

RO: I try not to think about it too much. People say it's getting better, people say it's getting worse. The smart retailers will survive and stay in business. Those are the ones that keep their store alive, and are energetic, colorful, fun place to shop. The ones run by guys sitting around in their black death metal t-shirts playing

magic: The Gathering" all day, when they should be greeting and helping their customers instead of making them feel like they just walked into a private party of introverts, will disappear, and maybe that's not such a bad thing.

DF: After "The Legacy" is complete, what are your plans for Darkchylde? Any chance the fans will get to see their dream of a monthly series? **Ariel** realized?

RO: I'm just not a "monthly" guy, quite simply, and I don't think that's necessarily evil. If I could put out monthly work that I was happy with, work of high quality, then I would, but I can't. There are guys that CAN, and I tip my hat to them. How Jim Lee runs his company and continues to be proficient at what he does artistically, I'll never know. I could water it down, and get it out more, but I would eventually get burnt out, and stop caring, and then so would the readers.

The way I'm doing it now, I'm able to maintain my enthusiasm for the work, able to hold on to the "love" for the thing. Think about if your favorite band produced a record every 2 months instead of a year, because the "industry" dictated it. Or if your favorite novelist had to produce a new novel every 2 months. The thing gets watered down, and all of a sudden this thing that you love has become a choke chain. I don't want that to happen.

I'm still very excited about DARKCHYLDE, and I have to do whatever I need to in order to keep those fires burning, and keep the passion lit. The worst thing that could possibly happen is for an artist to lose PASSION. Once that happens, you're not really an artist anymore. There's a word for what you become, and it's called a robot. But, on the flip side, economics come into play. You gotta eat. I recognize the need for their to be MORE "DARKCHYLDE" books available. I recognize it, and I honor it. The minute you stop feeding the beast, the beast goes elsewhere, and let's just say I've still got quite a few pans left in the oven, and "The Legacy" just happens to be the next one served.

THE
INTERVIEW
IS DONE

Randy Queen

SKETCH BOOK! IS



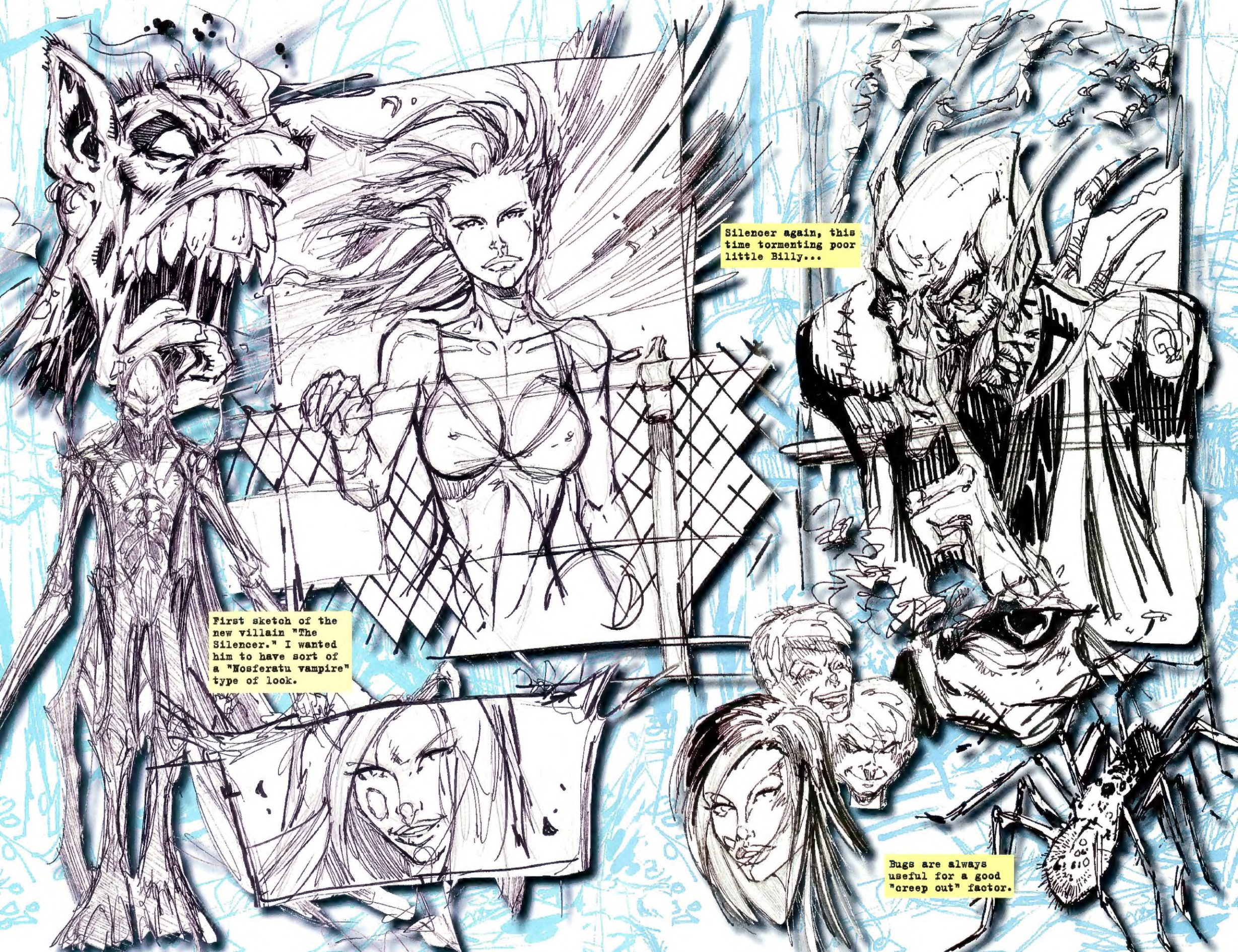
A shot of Jessica, Ariel's sister. I couldn't decide if I wanted her eyes open, or closed here. I ended up going with something in between.

"War and Piece" layout
rough for issue #1. These
guys are too much fun.
Note the "rough script"
notes, also attached.

Second try at the layout
for pages 2-3. I liked
this "vertical" pose
better, as it showcases
Ariel more effectively.

Ain't she just
too cute?!

THE LEGACY
IN STORES AUGUST
-98



Silencer again, this time tormenting poor little Billy...

First sketch of the new villain "The Silencer." I wanted him to have sort of a "Nosferatu vampire" type of look.

Bugs are always useful for a good "creep out" factor.



Here is my original "horizontal" layout for pages 2-3. I'd originally wanted to really showcase the Nightmare Realm. I decided a "vertical" shot would have more visual impact, and that's what I went with. Note the burning of Salem High school in the background, that serves as symbolism for Ariel's "graduation," which was included in both versions.